Sprint 05 Progress Report

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The goals set for sprint 05 were to capture statistics such as number of wins, number of losses, hits per score, hits per win, average distance moved per hit, average distance moved per score, number of scores per side relative to the offense, and number of scores per side relative to the defense; to develop the database according to likely future implementations of it; and to change the camera angle as well as the direction of the gestural control such that the two are intuitively paired.

The logic behind each statistic was simple to craft, but storing each statistic into the database and loading each statistic from the database was unexpectedly difficult. Splitting the goal zones to accommodate the “number of scores per side” statistics complicated the relationships between the goal zone objects and the scripts they use which complicated the data transfers to and from the database. Generally, because scripts, serialization, and unity are still quite new to us, the orchestration of those pieces is exaggeratedly difficult.

Tentatively, the database will be a single file and will hold all of the statistics for the game suite as opposed to being multiple files whose constituent data is a fraction of the whole set of statistics. We chose this approach because we believe that querying the database will be simpler if the database is one file. Querying a database composed of multiple files seems to require more code (one must distinguish between the multiple files). Furthermore, the granularity associated with a multiple file database would not be useful for our situation.

An additional camera angle was implemented. The new camera angle allows the player(s) to view the gameplay from the side of the board. For the sake of intuitive control, this pairs well with the “push and pull” gestural control whereas the original camera angle pairs well with the “swipe side-to-side” gestural control.